



The Imaginings Network Offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible.

This is where you will find Yserbinn Guild and Rod Baron Squardon meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find classes, clubs and discussions on a multitude of special interests from politics to self-help groups, poetry to computer programming and from video games to INN University courses. Only your Imaginings can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of April as of March 1. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. Trivia questions only should be sent to box 996. University questions only should be sent to box 777. All times listed are Pacific Time.

SUNDAY

- TEEN SCIENCE:**
5 pm Cursive Air Force "Pvt"
(CAP/Visiting 64-640)
5 pm Holy Air Force "Private"
(WV/Robbie 65-667)
HELP ROOM:
5 pm On the line 10 am to 5 pm *
New Member Orientation *
5 pm Puddles (154/10p)
(Aubrey 67-646)
5 pm Les Dignus Squads
(JH/Hunter 20-696) (2nd/10p)
7 pm Conscience Guild
(Squid 68-638) (1st/10p)
7 pm Silver Chalice "Private"
(Mikaela 67-733) (2nd/10p)
7 pm Exposed Guild
(Thera 24-513) (1st)

- MYSTIC PORTAL:**
10 am BGLA "Private"
(Theresa 1-2286)
1 pm Yarn Weavers Conference
(Sharon + 37-614)
4 pm Karpens Guild "Private"
(Theresa 69-636)
7 pm KIDS Guild
(Kendrick 68-634)

- ECHEVILLER:**
3 pm KOF Dragon Quest
(Maj/Red 68-630)
7 pm Jansen Brown Hot Tub
(Jani 10-11) "Pvt"

- SPORTS OF:**
Noon Bargonno Juvenars RPG
(Thera 10-125)
Noon Auto Racing
(Gib 63-699)

- TECH TOWIE:**
10 am On Computers
(Thera + 57-608)
1 pm Golf Drive: Big Squad
"Pvt" (Cali 33-390)
7 pm Virtual Reality Show
(S&M 67-696)

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- SINGLES COVE:**
5 pm Savage Frontier RPG
(Gael 70-601)
Noon C+4 + Hot
(Bodie 69-676)
7 pm League of Veldres
(Se/Kit 66-628)

- PILOTS LOUNGE:**
5 pm Wing Walker Squad "Pvt"
(WingWalker + 35-509)
6 pm Sky Wars
(SkyDancer/W 36-104)

- TEEN HANGOUT:**
4 pm Blue/Green Guild
(Red/Mer + 55-641)
7 pm Games' Green
(John/Mark + 57-668)

- BOARD ROOM:**
5 pm Fiction Wives of Penn
(Jani 44-111)

- 5 pm Side Study and Discussion
(Space 68-632)
5 pm S&P Guild
(TFC/Travis 69-613)

- TEEN HOUSE:**
5 pm Uncanny X-men Fan Club
(Bones 75-108)
7 pm KOF Squad
(S&M/Ally 66-610)

- RPG ZONE:**
6 pm Lord Dragon Inn
(S&M/Ally 66-610)
11 pm Darklands RPG "Private"
(Lauri + 63-188)
7 pm Storm Jesters RPG
(Trey 75-108)
8 pm Soaring Angels Squad
(Mazda 36-644)

- TOURNAMENT ROOM:**
7 pm Dating Room Table
(Amy 23-486)

- SPADES PLACE:**
5 pm SCA Chain Mail
(Thera 70-639)
7 pm TORO RPG "Private"
(Socorro 71-686)
8 pm Trains: Warriors
(Awe/Ed 47-622)

- BACKGAMMON OVEN:**
5 pm Strike Eagles Force "Pvt"
(Socorro 71-686)
5 pm Berman "Private"
(George 16-668)
8 pm F&M Guild "Private"
(Ange/Kit 67-634)

- MARRIED LIFE:**
8 pm P&P Squad
(KAP/Rever 71-110)

- GO-CHECKERS:**
4 pm C&S Amber RPG
(K&M/Hunter 40-657)
5 pm W&P Guild
(Thera 70-639)
8 pm Ultra Dragons "Pvt"
(Wing 70-667)

- INN UNIVERSITY:**
11 am Powers
12 pm Powers
2 pm Powers
5 pm Powers
8 pm Powers Publishing

- HELP ROOM:**
6 pm New Guilds
(Sister 62-613) (1st)
7 pm Adult Alchemy Squad
(Sister/Ally 18-610) (2nd/10p)

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
6 pm Blue Monday Trivia
(No/Chris + 24-644)

- ECHEVILLER:**
6 pm Virtual Pen Society
(K&M/Hunter 40-657)
6 pm 12 Step Recovery Group
(Berman + 66-668)
9 pm CyberLounge
(Nara 24-626)

- BOARD ROOM:**
5 pm Star Trek RPG "Private"
(K&M/Hunter 40-657)
5 pm P&P Team Conference
(P&M/Ally 66-610)
8 pm Car Lovers
(David 61-651)

Imaginings

- 7 pm Spades
7 pm WordPerfect

- TUESDAY**
6 pm Arranged Guild "Pvt"
(P&M 10-606)
5 pm RC Squad "Private"
(J&M/Ally 65-644)

- PILOTS LOUNGE:**
5 pm Dark/Clouds Squadron
(W/Ally 55-628)
7 pm WFL Squadron "Private"
(W/Ally 55-628)
11 pm Confederate Flyers
(C/F 61-613)

- SPADES PLACE:**
9 pm X-Men and More
(Tara 55-640)

- SINGLES COVE:**
6 pm MTV: All Info Conference
(M/Ally 22-601)
9 pm Northside Singles
(N/Ally 67-642)

- RPG ZONE:**
6 pm Lord Dragon Inn
(P&M 10-606)
7 pm Star Trek RPG
(S&M/Ally 66-610)
7 pm Warriors of Destiny Guild
(Socorro 71-686)

- BOARD ROOM:**
4 pm Star Trek RPG "Private"
(M/Ally 22-601)
5 pm P&P Team Conference
(P&M 10-606)
8 pm Car Lovers
(David 61-651)

- MYSTIC PORTAL:**
3 pm Theatre des Vagabonds RPG
(Socorro 71-686)
6 pm Council of Mystics "Pvt"
(M/Ally 22-601)
7 pm K&M Guild "Private"
(Socorro 71-686)

- TRIVIA HAVEN:**
5 pm KOF/SGD "Private"
(D/Kit 36-620)
7 pm S&P Guild "Private"
(Ally + 41-396)
10 pm Aquarius Club
(Chad/Kit 70-648)

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- TECH TOWIE:**
6 pm COT "Private"
(J&M/Ally 65-644)

- INN UNIVERSITY:**
5 pm Strategy
6 pm Role-Playing Games
7 pm Romance Writing

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- TEEN HOUSE:**
6 pm Black Squad Guild
(Socorro 71-686)
6 pm Lane "Pvt"
(H&M 74-633)
8 pm Lowdown
(D&W 20-696)

- ECHEVILLER:**
5 pm They Might Be Giants
(M/Ally 22-601)
7 pm Soap Talk
(Jani 10-11)

- SPADES PLACE:**
7 pm Black Union Guild
(Nara 24-626)
8 pm Air Warriors Squad
(A/Ally 67-642)

- HELP ROOM:**
6 pm ROC Guild
(C&M 33-390) (1st)
C&M Guild "Private"
(M/Ally 22-601) (2nd/10p)

- PILOTS LOUNGE:**
6 pm Flying Dragon Squadron
(Night/Kit 36-620)
7 pm Lord/Ally Squad
(J&M/Ally 65-644)
7 pm CABAL Guild
(Bones 75-108)
8 pm Flying Dragon Squad "Pvt"
(C&M + 33-390, P&M/Ally)

- SINGLES COVE:**
6 pm Shores of Atlantis RPG
(C&M 33-390)
7 pm The Gathering "Private"
(Jani 10-11)
8 pm Texas Zoo Gang
(Jani + 38-632)

- TEEN SCENE:**
6 pm Gangster Crime Awareness
(Socorro 71-686)
7 pm Teen Talk For Teens
(Socorro 71-686)
8 pm Teen Talk For Teens
(Socorro 71-686)

- RPG ZONE:**
6 pm Lord Dragon Inn
(P&M 10-606)
7 pm Star Trek RPG
(S&M/Ally 66-610)
8 pm Warriors of Destiny Guild
(Socorro 71-686)

- BOARD ROOM:**
4 pm Star Trek RPG "Private"
(M/Ally 22-601)
5 pm P&P Team Conference
(P&M 10-606)
8 pm Car Lovers
(David 61-651)

- MYSTIC PORTAL:**
3 pm Theatre des Vagabonds RPG
(Socorro 71-686)
6 pm Council of Mystics "Pvt"
(M/Ally 22-601)
7 pm K&M Guild "Private"
(Socorro 71-686)

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- TECH TOWIE:**
6 pm COT "Private"
(J&M/Ally 65-644)

- INN UNIVERSITY:**
5 pm Strategy
6 pm Role-Playing Games
7 pm Romance Writing

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- TEEN HOUSE:**
6 pm Black Squad Guild
(Socorro 71-686)
6 pm Lane "Pvt"
(H&M 74-633)
8 pm Lowdown
(D&W 20-696)

- ECHEVILLER:**
5 pm They Might Be Giants
(M/Ally 22-601)
7 pm Soap Talk
(Jani 10-11)

- SPADES PLACE:**
7 pm Black Union Guild
(Nara 24-626)
8 pm Air Warriors Squad
(A/Ally 67-642)

- HELP ROOM:**
6 pm ROC Guild
(C&M 33-390) (1st)
C&M Guild "Private"
(M/Ally 22-601) (2nd/10p)

- PILOTS LOUNGE:**
5 pm Flying Dragon Squadron
(Night/Kit 36-620)
7 pm Lord/Ally Squad
(J&M/Ally 65-644)
7 pm CABAL Guild
(Bones 75-108)
8 pm Flying Dragon Squad "Pvt"
(C&M + 33-390, P&M/Ally)

- 7 pm Desert Hearts Club "Pvt"
(M/Ally + 89-611)
7 pm GUS Guild "Private"
(Bones 75-108)

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- ECHEVILLER:**
5 pm TSOI Guild Masters
(K&M + 24-617) (1st)
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- TEEN SCENE:**
6 pm Gangster Crime Awareness
(Socorro 71-686)
7 pm Teen Talk For Teens
(Socorro 71-686)
8 pm Teen Talk For Teens
(Socorro 71-686)

- RPG ZONE:**
6 pm Lord Dragon Inn
(P&M 10-606)
7 pm Star Trek RPG
(S&M/Ally 66-610)
8 pm Warriors of Destiny Guild
(Socorro 71-686)

- BOARD ROOM:**
4 pm Star Trek RPG "Private"
(M/Ally 22-601)
5 pm P&P Team Conference
(P&M 10-606)
8 pm Car Lovers
(David 61-651)

- MYSTIC PORTAL:**
3 pm Theatre des Vagabonds RPG
(Socorro 71-686)
6 pm Council of Mystics "Pvt"
(M/Ally 22-601)
7 pm K&M Guild "Private"
(Socorro 71-686)

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- TECH TOWIE:**
6 pm COT "Private"
(J&M/Ally 65-644)

- INN UNIVERSITY:**
5 pm Strategy
6 pm Role-Playing Games
7 pm Romance Writing

- TRIVIA HAVEN:**
5 pm TFC Trivia Madness
7 pm TFC Trivia Madness
8 pm TFC Trivia Madness

- TEEN HOUSE:**
6 pm Black Squad Guild
(Socorro 71-686)
6 pm Lane "Pvt"
(H&M 74-633)
8 pm Lowdown
(D&W 20-696)

- ECHEVILLER:**
5 pm They Might Be Giants
(M/Ally 22-601)
7 pm Soap Talk
(Jani 10-11)

- SPADES PLACE:**
7 pm Black Union Guild
(Nara 24-626)
8 pm Air Warriors Squad
(A/Ally 67-642)

- HELP ROOM:**
6 pm ROC Guild
(C&M 33-390) (1st)
C&M Guild "Private"
(M/Ally 22-601) (2nd/10p)

- PILOTS LOUNGE:**
5 pm Flying Dragon Squadron
(Night/Kit 36-620)
7 pm Lord/Ally Squad
(J&M/Ally 65-644)
7 pm CABAL Guild
(Bones 75-108)
8 pm Flying Dragon Squad "Pvt"
(C&M + 33-390, P&M/Ally)

HELP ROOM:

- 5 & 7 pm One On One With RVN
(4/22/94 on)
- 10 pm S&A Fan Club (Sat & 3rd)
(H1/Sales 108959)

BOARD ROOM:

- 6 pm Ranger's Guild
(Larchmont 37366)
- 7 pm Fellowship of the Wyvern
(Archdiocese 52564)
- 7 pm TC&M
(Chicag 44013)

TEEN SCENE:

- 6 pm Point Gamers Squads
(PGL/Chicag 54171)
- 6 pm Teen Talk
(Sack 88142)
- 6 pm Arcadia Fan Club
(Karl/Graham 68358)
- 7 pm Macho Metal
(Graphic 501674)

SINGLES CLUB:

- 6 pm Grogginess RPG
(H/den & 22/364)
- 6 pm MGM Conference
(Archdiocese 72574)
- 7 pm DODGEM Lancers
(Orion 35144)

BACKGANGOUT DEN:

- 6 pm AG&E Meeting
(AG&E/Chicag 43410)
- 6 pm Squares of Fear RPG
(Chicag/Chicag 23867)
- 7 pm Red Knights Squad "Pvt"
(Archdiocese 50334)
- 7 pm Poetry Workshop
(S&A/1000+ 17066)

TRIVIA HAVEN:

- 6 pm TTG Trivia Madness
(TTG/Chicag 43410)
- 6 pm Trivia Madness
(TTG/Chicag 43410)
- 6 pm TTG Trivia Madness
(TTG/Chicag 43410)

CHICKS CLUB:

- 6 pm Grogginess Anonymous
(Chicag & 32/551)
- 8 pm Kid Dwarf
(Archdiocese 30413)
- 8 pm Kooler Pared
(W/49 70626)

SINGLES COVE:

- 7 pm MOVIE GOLF
(Chicag 35991)
- 8 pm AYN Card
(Barktree 21967)
- 9 pm Collectible Comic Books
(Chicag 35596)

PHOTO LOUNGE:

- 5 pm "Love Too 'Private"
(Jasand/710 47887)
- 7 pm LE Brevling Room
(Donsch/S&A 45774)
- 7 pm Sky Warriors
(Dixon 54008)

TEEN BANGOUT:

- 6 pm Soldiers of the Sky Squad
(Jasand/48948)
- 7 pm Martial Kombat SKC
(Archdiocese 65284)
- 7 pm PAPA Conference
(Everglades 46043)

RPG ZONE:

- Open Red Dragon Inn
(Castle of Oak "Private"
(Spack 48157)
- 5 pm Cybermagnus RPG
(Larchmont 22315)
- 5 pm Realm of Thunder
(Jasand 75914)

GO-CHICKS:

- 6 pm Star Wars RPG
(Chicag 71138)
- 6 pm Rush Room
(Bay 70438)
- 7 pm Outback
(Eldar 70609)

TECH TOWER:

- 5 pm BMS Staff and Info
(Chicag 55939)

6 pm

- 6 pm Toot RPG
(Shadow 85176)
- 8 pm Visual Sensory Overload
(Aunt 37148) "Private"

SPORTS DEN:

- 6 pm M&C L&B
(Aunt 68864)
- 7 pm PFB Table Tennis
(Spack 46173)
- 8 pm Nasty or Bery "Private"
(Nash/81 & 42112)

MYSTIC PORTAL:

- 5 pm D&D RPG "Private"
(Spack 50757)
- 6 pm K&M & G&M "Private"
(Spack/81 03031)
- 7 pm Star Wars RPG
(Jasand 70679)

SPADES PLACE:

- 6 pm Jade Tower RPG
(S&A/24 & 19732)
- 6 pm Electronic Arms
(Mort/Kambel 44293)
- 7 pm TFC Game Club
(K&M 39862)

CHICKS CLUB:

- 5 pm Bodyman
(Jasand 0328-0)
- 6 pm M&C L&B
(Spack/81 03031)
- 6 pm Star Trek RPG "Private"
(Chicag/71 & 1284)

HEARTS CLUB:

- 6 pm D&D RPG "Private"
(Spack 50757)
- 6 pm K&M & G&M "Private"
(Spack/81 03031)
- 7 pm M&C L&B
(Spack/81 03031)

MARRIED LIFE:

- 6 pm TFC Game Club
(Mort/Kambel 44293)
- 7 pm Jade Tower RPG
(Spack 50757)
- 7 pm K&M & G&M "Private"
(Spack/81 03031)

SINGLES COVE:

- 6 pm TFC Game Club
(Mort/Kambel 44293)
- 7 pm Jade Tower RPG
(Spack 50757)
- 7 pm K&M & G&M "Private"
(Spack/81 03031)

SINGLES SPOT:

- 7 pm Computer Games
(Aunt 95527)

INN UNIVERSITY:

- 7 pm Chess
(Spack 48157)
- 7 pm C&P Programming
(Spack 48157)

SPADES PLACE:

- 4 pm P&B Table Tennis
(P&B/Chicag 91407)
- 7 pm PFB
(Spack 46173)
- 8 pm W&M
(The/Weiser 1882)

HEARTS CLUB:

- 5 pm Shadowless RPG
(Chicag/71 1138)
- 1 pm Revolution Empire RPG
(Chicag/71 1138)
- 5 pm Star Wars RPG
(Jasand 70679)

TEEN SCENE:

- 6 pm Star Wars RPG
(Spack 48157)
- 6 pm Star Wars RPG
(Spack 48157)
- 6 pm Star Wars RPG
(Spack 48157)

THESE HOUSE:

- 6 pm Star Wars RPG
(Spack 48157)
- 6 pm Star Wars RPG
(Spack 48157)
- 6 pm Star Wars RPG
(Spack 48157)

BOARD ROOM:

- 4 pm RPS RPS
(B&M/Den 80726)
- 5 pm RPS RPS
(Shadow 85176)
- 6 pm Christian Conference
(Chicag/71 1138)

EUCHREVILLE:

- 9 am Star Trek RPG
(Chicag 71138)
- 10 am Star Trek RPG
(Chicag 71138)
- 10 am Star Trek RPG
(Chicag 71138)

TRIVIA HAVEN:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

CHICKS CLUB:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

BACKGANGOUT DEN:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

HELP ROOM:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES COVE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

MARRIED LIFE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES SPOT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

PHOTO LOUNGE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

TEEN BANGOUT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES COVE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

GO-CHICKS:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

RPG ZONE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

1994 APRIL 1994

SUN	MON	TUES	WED	THUR	FRI	SAT
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

All times listed are Pacific Time.

SINGLES COVE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

MARRIED LIFE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES SPOT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

PHOTO LOUNGE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

TEEN BANGOUT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES COVE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

MARRIED LIFE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES SPOT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

PHOTO LOUNGE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

TEEN BANGOUT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES COVE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

MARRIED LIFE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES SPOT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

PHOTO LOUNGE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

TEEN BANGOUT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES COVE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

MARRIED LIFE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

SINGLES SPOT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

PHOTO LOUNGE:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

TEEN BANGOUT:

- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)
- 6 pm Star Wars RPG
(Jasand 70679)

Greens Fees Too High?



Maybe you should look into getting a foursome together on the Imagin'Nation Network. INN's 3-D Golf is new with version 2.3. It's the most fun you can have without having to replace divots. You can sign-up for 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

TM indicates a registered trademark of The Imagin'Nation Network. ©1994 The Imagin'Nation Network. #601



BRIDGE CLUB NEWS



Welcome to the Bridge Club and Bridge Parlor. I'd like to take you on a tour of our Bulletin Boards. First, click on the Go To button and select Bulletin Board from the menu. You'll see a cork board with notes tacked on it. Each note represents a different topic. Note the pink arrow in the lower-right corner. There is a second page of items for your perusal.

Each bridge room has one of our most important boards, Bridge Club Activities. There you'll find announcements for our Convention Clinics — both Bridge World Standard '94 and ACBL Standard 'Yellow' Card, Guest Lecturers which include some of the world's best players and teachers, Special Games and INN Bridge Tournaments. We urge you to read this so you'll be INN the know.

Tournament Info Board has conditions of contest, tournament match-ups, INN Bridge event winners and some National and International tourney news. The Post Tourney Results Here and Tourney and Lesson Sign-ups are self-explanatory.

The second page (via the pink arrow in the lower right) is where the boards in each room differ. We offer two "syndicated columns. Shetnwald on Bridge is in the Bridge Parlor. Kantar's Korner, tailored for INN, is in the Bridge Club. We solicit interesting hands or problems for possible use in these columns.

There are Partnership Desks for finding partners or contacting tournament opponents. There are also the General Discussion boards. The General Discussion boards are used to voice opinions, offer suggestions and tell

stories. You will often find them full of lively debates you might like to participate or just follow.

Another "debate" area is the How Do You Bid This Hand board where members post and discuss hands. If you like hand analyses, you may wish to take a look. With our current roster looking like the world's largest expert panel, the discussions are food for thought.

We also have an ACBL Tournaments Board. By the time you read this are hoping to have a Bridge Ladder which will use two boards.

We urge you to try all of the INN Bulletin Boards, not just bridge. You can find a list of all the boards on the second page of the INN Help Room Bulletin Board.

ETIQUETTE Continued from page 3

"real world." You probably wouldn't be rude to someone you just met at the office or school, but it is amazing how often things like that happen on-line.

2) Gee, that pesky old Golden Rule keeps popping up everywhere. I won't repeat it here at the risk of sounding cliché, but we have to remember clichés are often clichés because they have value. This one covers a lot of ground,

e.g., be honest, be respectful, *don't be a goon*, and other stuff.

3) Use **Complain** judiciously, but use it! It is not a weapon, but a tool. Think of yourself as a social engineer every time you decide whether to use it. You're defining the mores and conventions of our virtual community.

Steven Baumrucker, MD is the author of "Love at First Byte: the Complete Guide to On-line Relationships" which (hopefully) will be on the bookstore shelves by mid-summer. He and his wife, Debbie (Shekoot, author of "Lovenotes From the Net"), live with their twin sons and a menagerie of animals in the foothills of Northeast Tennessee. They are always looking for new stories and can be reached at INN mailbox 77268.

NEW VERSION Continued from page 1

last feature in effect.

In bridge, game preferences can be stored, providing more continuity. A new Deal Review feature will enable all players to see all four hands, as originally



dealt, before observing the scoring of the hands.

For more fun in the Clubhouse, spades players will appreciate the pesky synchronization problem has been corrected, where the

Your wings are shaking...



watchers' card listing was one screen behind the players'.

NTN Trivia addicts will appreciate an adjustment to fix the "Out of Memory..." message that sometimes occurred. When I say "addicts," I mean "addicts!" This message usually came after you would be playing NTN Trivia for **three hours** or more.

Also in SierraLand, Red Baron pilots should enjoy the many new features com-



ing with 2.3.18. Shot-down planes will spiral to the ground very cinematically.

Opponents now are notified when a player's wings

have snapped off. The damage model from the Career mode of the off-line version of Red Baron has been implemented to reflect more substantial and realistic air battles. The random selection of planes has been improved. We even

enhanced our trusty joystick calibration utility so it now sup-

ports the Notebook Gameport peripheral!

One feature you won't notice right away is how the Main Map changes its display with the changing seasons. On the basis of the system date on your computer, the Main Map will appear with a Winter, Spring, Summer and Fall display. Just to keep it entertaining, two different musical scores accompany the changing seasons playing alternately throughout the year.

Another nice touch just about everyone will find useful is the addition of a



"Redial" feature. Now, when your local access line is busy, or you have a problem reconnecting to INN, you are presented with an option to automatically redial (until a connection is made) or quit to DOS.

Speaking of making connections, for everyone who got new modems over the last holiday season (and even for those of us who didn't), 2.3.18 contains new modem driver files. This update provides

support for the popular Digicom

Softmodem and adds modem strings for more than 200 different modem brands and models.

About this time you may be asking



yourself how you can get a copy of this glorious new version. Well, since asking **yourself** probably won't get you an answer, **I'll** give you one.

If you already have ordered and received ImagiNation 2.3, you don't have to do anything to get this new version. We will send it to you with our compliments. **FREE!**

If you have not ordered ImagiNation 2.3 yet, all you have to do is order it now, and you'll get this supercharged version sent right out. You can do this in the INN Mail or by calling 1-800-IMAGIN-1.

I'm confident you'll enjoy the new version and look forward to bringing you more news on what's new and what's coming from INN's Quality Assurance



MORRY Continued from page 1

most of his time at the wheel of INN and, from all reports, exhibits the same competitive passion for ImagiNation as he does on the race track. As in any race, finishing first is the object and there is no other place for INN, the premier on-line entertainment network. We have to be the best to finish first.

A native of Pittsburgh, Morry calls San Mateo home, commuting to Oakhurst weekly. When not racing his car in his spare time, Morry enjoys, playing black-jack, sports (especially football), traveling and, on occasion, has been seen playing bridge. Don't be surprised if you find Morry on-line at a poker table in CasinoLand, playing 3-B Golf in SierraLand or

playing few rubbers of bridge in the Clubhouse. We are told that he also enjoys a variety of foods, but has an especially soft spot for ice cream. You might even find Morry checking out the latest on the Recipe Bulletin Board.

If you would like to write to Morry, send e-mail to box 940.



INNteractive Network University Spring Quarter Schedule

Sunday

Hearts	11 am	3 pm
Poker	1 pm	5 pm
Euchre	2 pm	6 pm
Desktop Publishing	6 pm	

Monday

C++ Programming	5 pm
Chess	7 pm
Spades	7 pm
WordPerfect	7 pm

Tuesday

Stratego	5 pm
Role-Playing Games	7 pm
Resume Writing	7 pm

Wednesday

QuickBASIC	6 pm
MedievalLand	6 pm
Beginning Windows	7 pm
Euchre	7 pm

Thursday

Backgammon	7 pm
Spades	7 pm
Beginning DOS	7 pm
VisualBASIC	7 pm

Friday

Chess	7 pm
C++ Programming	7 pm
Creative Writing	7 pm

Saturday

Cribbage	10 am
Beginning Windows	11 am
Backgammon	11 am
MedievalLand	Noon
Stratego	2 pm
Assembly Language	5 pm

Trivia Point

Sier

WHICH BIG EVENT OCCURRED
ON OCTOBER 17, 1917?

9 OF 15

- 1 FIRST HEART TRANSPLANT
- 2 SOUND BARRIER BROKEN
- 3 WORLD WAR II ENDED
- 4 TELEVISION INTRODUCED
- 5 POLIO VACCINE FOUND

HINTS

Trivia Point

Sier

UNDER WHOSE LEADERSHIP
WAS THE "PANTHEON"
OF GREECE BUILT?

10 OF 15

- 1 ALEXANDER THE GREAT
- 2 PTOLEMY I
- 3 MENELAUS
- 4 PERICLES
- 5 AGRIPPA

HINTS

Can You Believe It!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

TM indicates a registered trademark of The Imagination Network. NTN is a registered trademark of The National Trivia Network. ©1994 The Imagination Network. #602

Trivia Point

Sier

WHICH WORD IS A MUSICAL
TERM?

11 OF 15

- 1 FOSSE
- 2 UNILAUT
- 3 DESCANT
- 4 LOUCHE
- 5 THEOPHANY

HINTS

Trivia Point

Sier

THE TERM "ELEVENTH HOUR"
COMES FROM

12 OF 15

- 1 AESOP'S FABLES
- 2 SHAKESPEARE
- 3 THE BIBLE
- 4 GRIMM'S FAIRY TALES
- 5 THE GETTYSBURG ADDRESS

HINTS